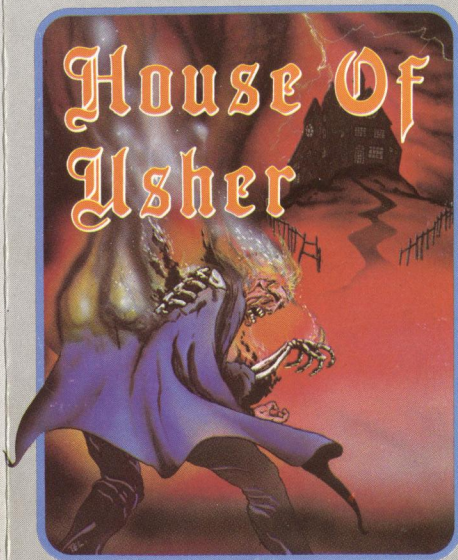


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ANIROG

House Of Usher



COMMODORE 64

HOUSE OF USHER

TURBO

C.B.M.

64

ANIROG SOFTWARE

29 West Hill, Dartford, Kent

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HOUSE OF USHER

Having travelled many long and wearying hours through a grim, forbidding landscape, you finally arrive at the legendary House of Usher - ancestral home for generations of deranged madmen, whose warped and twisted minds have devised many fiendish challenges, guaranteed to torment and frustrate the unsuspecting visitor. Dare you enter? Iron-nerve, total concentration and manual dexterity are necessary if you ever hope to leave.

On entering the house you find yourself in a vast reception hall (Room One) which gives access to a further nine rooms. Behind each closed door an action-packed arcade adventure awaits you. The strategy required to overcome the various obstacles and challenges set you is different in each case. However, each room has one common factor. Your task must be successfully completed if you wish to leave alive.

There are two rooms (X and Y) which cannot be entered until all others have been successfully negotiated.

Loading:

Cassette - Type LOAD and press the RETURN key. This cassette has been recorded using a Turbo-Loader. This enables the program to load faster than the 1541 Disc Drive without using additional hardware.

CONTROLS: Joystick only.

You guide your man with the joystick in control-port 1. Press F1 or fire button to start the game. F7 will pause the action. Press any key to restart the game.

HOUSE OF USHER

Playing Instructions

You begin with three lives. To gain entry to a room you must stand in the doorway, push the joystick forward and press the fire button. The door used to enter cannot be used to leave.

From time to time flashing red hearts will appear on the screen. These can be collected for bonus points.

To help you play the game and give you an idea of what to expect, there follows a brief description of the challenge contained in each room:

Room 2 (The HIGH ROOM)

To reach the exit door on the lower level, you must carefully time your jumps onto the sections of wall that appear and disappear about you.

Room 3 (The STAIRCASE)

Take care to avoid the cannon-balls as you ascend to the exit.

Room 4 (The GREENHOUSE)

You can only leave this room when all the strawberries have been collected. An ability to achieve the impossible may be useful.

Room 5 (The MONSTER PARTY)

Your exit is barred by wandering monsters. Again, timing is crucial. An advantage may be gained by grasping one of the hanging monsters!

Room 6 (The DAMAGED CELLAR)

The floor-boards in this crumbling cellar are rotten and unable to bear your weight. Use the radar map to plot a safe path.

Room 7 (The PRESSURE ROOM)

You must jump onto stone blocks, taking care to avoid the loathsome inhabitants of this room. A moving platform carries you to a ladder which leads to a higher level. Avoid the moving pistons.

Room 8 (The HORROR ROOM)

Open the trapdoor and be prepared to move quickly.

Room 9 (The TUMBLEDOWN SHANTY)

Steady, relentless rockfalls make your route to the exit extremely hazardous.

Room X (The TREASURE CHAMBER)

This room can only be entered once all others have been successfully negotiated. Use the spring that you will find there to catapult yourself into Room Y

Room Y (The FINAL ROOM)

This room contains the secret of the House of Usher. Each time you enter you have the chance to select a letter of the alphabet and discover whether it forms part of the secret code-word.

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